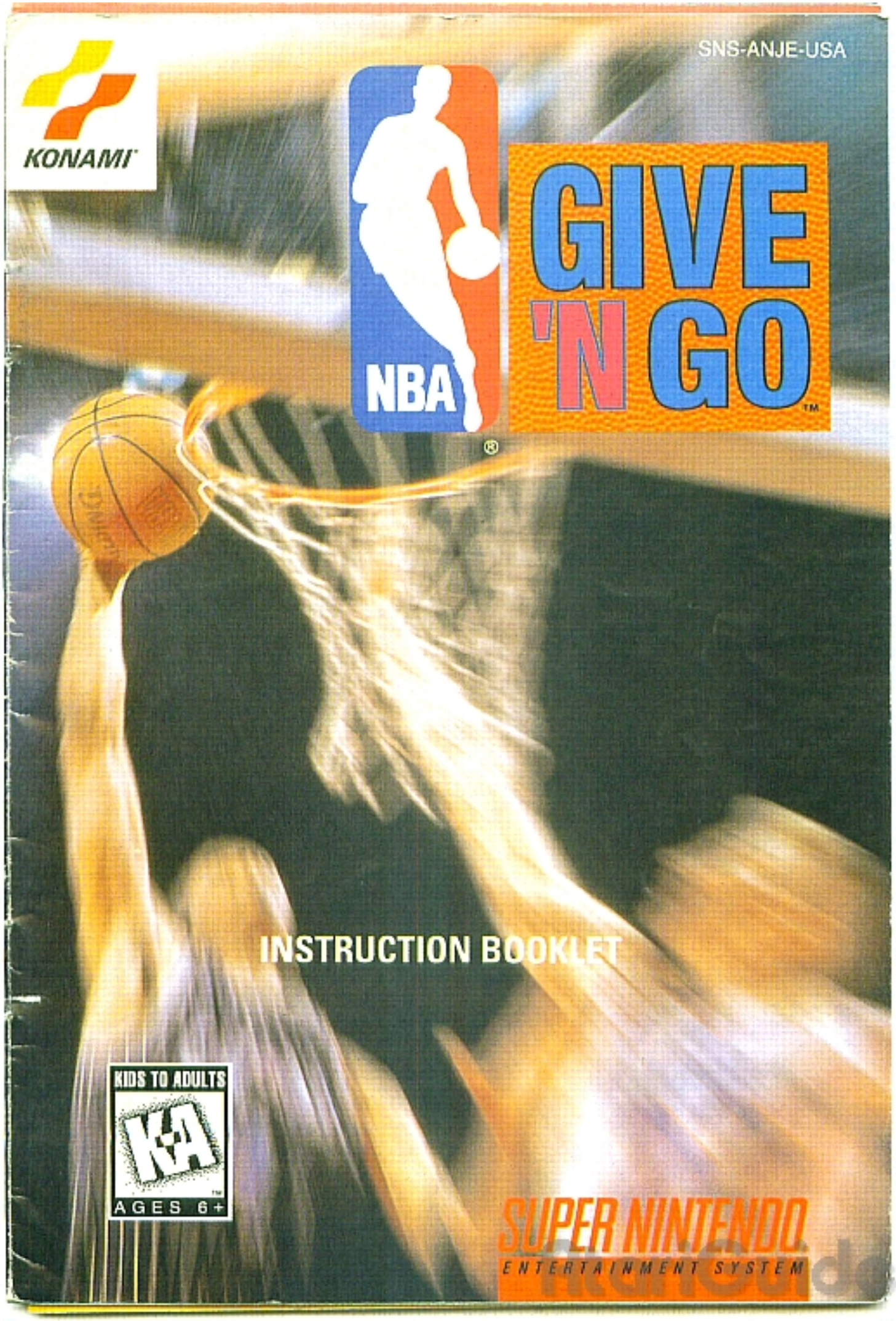
SNS-ANJE-USA

KONAMI

NBA

GIVE 'N GO™



INSTRUCTION BOOKLET

KIDS TO ADULTS

K-A

AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

ARCADE MODE

An exciting, fast-paced game mode with no fouls; based on our arcade game.

1) PLAYER SETUP: Select the number of players.

1P VS COM	1P vs. 2P
1P & 2P VS COM	1P & 2P VS 3P
1P & 2P VS 3P & 4P	

2) THE PLAYOFFS: If you choose to play against the computer, you will be able to select a team in the playoffs to control. After your selection, the game begins!

3) TEAM & COURT: If you choose to play against a human opponent, then you will both be able to select a team to control. You can also select where the game will be played. After your select your teams and court, the game begins!

* There are no lay-ups, so all players can dunk.
* Time-outs cannot be called, and no player changes can be made.
* The only violations are shot clock violations and out-of-bounds.

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EXHIBITION

In this mode you play only one game. Both players (in 2P mode) can select the same team, if they wish.

1) PLAYER SETUP: Select the number of players.
2) TEAM & COURT: Select your team and court.

After the substitution screen, the game begins!

PLAYER CHANGES

You can substitute players before the start of the game. You can also change players during the game when you call a time out.

* Select OK to start the game.
* There is a star (☆) mark on each player which shows his condition. (No star: Bad condition, ☆: Average condition, ☆☆: Good condition. ☆☆☆: Excellent condition.)
* If you put a player in a position different from the position he normally plays, his ability decreases. (C=Center, F=Forward, G=Guard)
* During the game, you can check the substitution screen to see how many more times you can call time out and the number of fouls each player has gotten.
* A players stats are at the bottom of the screen. Use the cursor to highlight a player you want to change, then press the A button. Highlight another player (and compare their stats), then press the A button to finish the substitution, or B to cancel.

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PLAYOFFS

In this mode you play the playoffs and finals that take place after the regular season. In addition to the normal teams, you can also play an East/West All-Star team or an original team of your own creation.

1) GAME START: Play from the start.
   PASSWORD: Play from where you last left off. After you input the correct password, the game begins!

2) PLAYER SETUP: Set the number of players on your team.

3) PLAYOFFS SETUP: Select which teams will play and the number of games.
   1995 PLAYOFFS: The 1995 NBA playoff teams.
   RANDOM: The computer selects teams randomly.
   CUSTOM: You select the teams.

* GAMES: Select the number of games for each series.

4) CUSTOM: Select 8 teams from each conference to compete in the Finals. Highlight the bracket you want to fill and press the A button. Choose the team you want to fill that spot, then press A again.

5) THE 1995 PLAYOFFS and RANDOM: Select your team.

6) TONIGHT'S MATCH UPS: Choose your game from the games scheduled for that day. After the Substitution screen, the game begins!

* A password is displayed at the end of each game.

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SEASON MODE

This mode recreates the eighty-two games of the NBA regular season, the playoffs, and the finals. If you are one of the top eight teams at the end of the season, you go into the playoffs.

1) GAME START: Play from the start.
   PASSWORD: Play from where you last left off. After you input the correct password, the game begins!

2) PLAYER SET UP: Set the number of players for the season. In multi-player seasons, game schedules do not advance until all players have completed their current games.

3) GAME SET UP: Select the number of games in the season and playoffs.

4) TEAMS SELECT: Select your team. (You can't play an All-Star or original team in this mode.)

5) TONIGHT'S MATCH UPS: Choose your game from the games scheduled for that day. After the Substitution screen, the game begins!

* A password is displayed at the end of each game.

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TEAM EDIT

Trade players between the twenty-seven teams to create an original team of your own. (This team data will be lost when you turn the power to your SNES off.)

CONTROLS:

Control Pad: Select item
A button: Set (Move to next screen)
B button: Cancel (Return to previous screen)

* TRADE PLAYERS: Trade players among the 27 teams.
* ORIGINAL TEAM: Choose players from among the 27 teams to create a custom team of your own. (You cannot use the same player twice on the same team.)
* To trade or edit, first highlight the player you wish to trade and press the A button. Next, highlight the player you wish to move, then press A again to complete the transaction.
* ALL-STAR TEAMS: Choose players from among all the conference teams to create an original team of your own. (You cannot use the same player twice on the same team.)

AtariGuide

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AtariGuide

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OPTIONS

CONFIGURATIONS

Change the button settings of your controller and game settings to one of eight different predetermined styles. You can change the configuration for each of up to four players.

RULES & DIFFICULTY

Change the rules and other game settings.

* **Level**: Change the difficulty level of the game when playing against the computer. 1=Easy, 3=Hard.
* **Time**: Select 2, 4 or 6 minute quarters.
* **Game mode**: (ON: Settings on, OFF: Settings off)

  ARCADE: No fouls. No rules. Just the replay feature.

  SIM: Turns all rules on automatically.

  CUSTOM: Set the rule system yourself.

SOUND

* COMMENTATOR: Turn the game commentary ON or OFF.
* STEREO/MONO: Choose stereo or mono sound.

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FOULS & VIOLATIONS

The following violations and fouls are observed in this game. You can change all settings (except for the shot clock violation and out-of-bounds) on the Options screen.

OFFENSIVE TEAM VIOLATIONS

If the offensive team breaks any of the following rules they lose possession of the ball to the defensive team. The defensive team then gets the ball.

* 10 second violation: You must move into the opposing team's end of the court within 10 seconds.
* 5 second violation: You must inbound the ball within 5 seconds.
* 3 second violation: You cannot remain in the opposing team's goal zone (lane) for more than 3 seconds.
* Back court violation: A ball that has been brought into the opposing team's end of the court cannot be taken back to your end of the court.
* Shot clock violation: The offensive team must shoot within 24 seconds of receiving the ball. The shot clock is reset after a shot attempt hits the rim.
* Out of bounds: The ball must stay inside the court.

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OFFENSIVE FOULS

The offensive team must not intentionally have body contact with the defensive team when shooting. If there is body contact, the defensive team gets possession of the ball.

DEFENSIVE FOULS

A defensive player mustn't forcibly block an offensive player when in the act of shooting. If he does, the offensive team is granted from 1 to 3 free throws, depending on the foul. If the shot goes in, the offensive team both scores points and is granted a free throw. If the shot doesn't go in, the offensive team is granted three free throws for a three point shot, and two free throws for other shots.

GOAL TENDING

If a shot is blocked above the basket after the ball has started to drop downward, the goal will be scored even if the ball doesn't go in the basket.

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GAME DATA

Use this data to make intelligent trades and substitutions.

(This is how to read the data which is displayed at the end of a game, and the player and game data which is displayed when you make substitutions.)

DATA SCREEN CONTROLS (IN TEAM EDIT MODE)

Use the L/R buttons to scroll through the two end columns of the team data lists.

A button: Move to next screen (Set)

B button: Return to previous screen (Cancel)

INDIVIDUAL PLAYER DATA (TEAM EDIT MODE & SUBSTITUTION SCREEN)

No.: Player's number

POS.: Player's position

NAME: Player's name

FG%: Field goal percentage (not including free throws)

P/G: Average score per game

3FG%: Three point shot percentage

R/G: Average of rebounds per game

S/G: Average number of steals per game

B/G: Average number of blocks per game

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PERSONAL STANDINGS (STATS SHOWN DURING A GAME)

PTS.:	Score
%.:	Field goal percentage
REB.:	Number of rebounds
BLOCK SHOT:	Number of blocked shots
3PTS.:	Number of three point shots

TEAM STANDINGS (TEAM STATS FOR THE GAME)

DUNKS:	Number of dunk shots
JUMPERS:	Number of jump shots
3PTS.:	Number of three point shots
%.:	Field goal percentage
BLOCK SHOT:	Number of blocked shots
STEAL:	Number of steals

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CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, donít worry! You can call the Konami Game Hint and Tip Line for help on this software and all the fine Konami products.

KONAMI GAME HINT AND TIP LINE: 1-900-896-HINT (4468)

- 85¢ per minute charge
- $1.15 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 a.m. to 5:00 p.m. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your GIVE 'N GO game pak, try our Warranty Services number:

(708) 215-5111
Konami (America) Inc.
900 Deerfield Pkwy.
Buffalo Grove, IL 60089

ONLINE SUPPORT

Konami is available online from:

CompuServe: Click FIND then type **konami**. We are in the videogame publisherís forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and $15 usage fee credit.

Reach us on the World Wide Web at:
www.wtinet.com/wti/konami.htm

E-mail us at: **76004.3530@compuserve.com**

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KONAMI XXL SPORTS SERIES

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PRINTED IN JAPAN